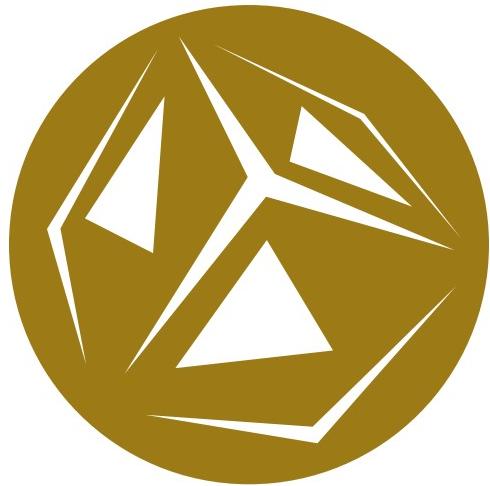


**RollPlay**



**GM NOTEBOOK  
ISSUE THIRTY-TWO**

**Text:** Adam Koebel

**Art Direction/Layout:** Daniel at LiveSpace

# 1

## Hello Patrons!

After the prep cavalcade of the last month, this month gave me a little room to look more generally forward. I've included in this Zine an essay about adding Luck as a stat to 5e D&D. It's a pretty alpha-level design but you might be able to implement it in your game as well. It's a fun way to give characters a chance to be lucky or unlucky, as well as reduce some of the random fiat in the game. I hope you like it! As well, we detail the adversaries recently overcome by the PCs in Far Verona and take a look at the very excellent dossier of options unchosen by the characters presented to them by the Immortal Association.

As you might have seen in the Far Verona announcement video we did recently (<https://www.youtube.com/watch?v=KCKwrfWHJ5A>) we're going to be having a cast shakeup soon. My intention is to wrap up the story of our current crew and tell a brand new tale in the Far Verona universe with new players, characters and a new scenario. Keep an eye on the coming months' zine for more info about that.

Thank you so much for your support, and welcome to Issue 32 of the GM's Notebook.

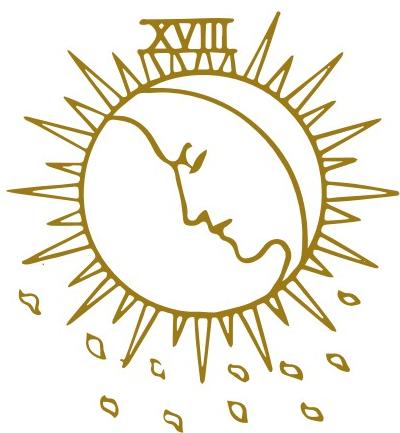
*Adam Koebel  
RollPlay GM*



# 2

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3.

FAR VERONA:

# THREE SYNTHS

- 1) Jun Ariake, C3-EHOT-ZFE, a synth, killed the Serpens who was following her cell (Freidrich Lange). Leader and most experienced, former Cygnus intelligence, faked her own retirement.
- 2) Titus, U6-SX9U-TEU, synth (former Reticulum facility security) assassin who decided to go after the PCs alone after an argument with Ariake, connected to Meade, who sent info to the synths.
- 3) Dorothy Meade, JN:3PGV-PK4, synth (designated mechanical) a mole in the Crux offices on Imperial Prime



**Jun Ariake, Titus and Dorothy Maeda were inspired in part by Roy Batty and his friends in Blade Runner - I wanted a group of desperate synths who were deep in enemy territory just trying to get out. The PCs wandered in, in media res, and stumbled into Jun's assassination of her hunter Friedrich Lange. With Lange dead, Ariake assumed that Nomi and company were here to up the ante and hoped sending a message would slow them down. She and Titus argued, and the Reticulum security synth decided to take matters into his own hands, using information from Maeda to attempt a more direct attack. Maeda, the former mechanic, hiding amongst the Crux on Prime, still hopes there's a way out for her, but with the loss of Ariake and Titus, unit JN:3PGV-PK4 might learn that her days are numbered...**



# 4 ESSAY: Luck in 5E D&D

After an episode of Far Verona, I got to thinking about how much I love Luck mechanisms in games. In Far Verona, we use Revised Stars Without Number, which generally I'm quite fond of but whose rules removed something I always loved from the first edition. The Luck Save. In SWN 1e, just as there was a saving throw to resist Mental Effects and Physical Effects, there was a saving throw you could make against bad luck. We often used it in-game to represent an answer to questions like "is there a space suit I can get to in time" or "did someone

on this ship think to pack a Lazarus patch..." things that normally a DM would just have to answer and which can sometimes feels like a strange pressure. I like being able to offload that work to a mechanical subsystem, and the idea of various players having more or less Luck is something I think is really neat.

A lot of that appeal comes to me from a game called Dungeon Crawl Classics, in which Luck is as vital a stat and as randomly assigned as Strength or Dexterity. Some characters are

Lucky and some are not. I miss that in D&D and so I've been thinking about how one might incorporate it into 5th Edition.

Presented here, unplaytested, inspired by DCC and by SWN, is where I'd begin if I wanted to incorporate Luck into 5th Edition Dungeons & Dragons. Let me know if you use it at home, or

if you've got feedback. The language and specificity here may not be entirely up to speed for 5e but that's what playtesting and revision are for! I think this would work wonders in Court of Swords, and might be fun for any game where characters can, sometimes, be better off lucky than good.

# Luck

During character creation, after step 5 (in which equipment is chosen) roll 3d6 and add them together. No dropped dice, no modifiers. This will give you a number between 3 and 18. This is your characters' Luck. It represents

something fictional in your game universe (the sign they were born under, blessings by a faerie, cursed by ill fortune) and is both a currency and a statistic.

## Spending Luck

Whenever you like, after you or an enemy targeting you (either directly or part of a area-of-affect attack, or saving against one of your attacks or spell effects) makes an attack, skill check, saving throw or other ability check, you may spend a point of luck to reroll that check,

keeping whichever result you prefer. When you do this, your luck is **permanently** reduced by 1 point.

You cannot reduce your luck to 0 this way.

## Regaining Luck

Luck may only be regained by taking fictional action in the setting, it is not a stat and its reduction isn't damage of any kind. You might regain a point of Luck by helping a faerie return to the Feywild, or by destroying an unlucky monster attacking townsfolk on the road. Luck is granted by the gods, by Fate, or whatever their equiv-

alent is in the game setting, and can be an added reward for another quest. The Luck gained should be requisite to the challenge placed before the characters, or the accomplishment in the name of those powers.

Your luck can never go above 18.

# A Lucky Roll

Whenever you like, after you or an enemy targeting you (either directly or part of a area-of-affect attack, or saving against one of your attacks or spell effects) makes an attack, skill check, saving throw or other ability check, you may spend a point of luck to reroll that check,

keeping whichever result you prefer. When you do this, your luck is **permanently** reduced by 1 point.

You cannot reduce your luck to 0 this way.

## Why Me?

Luck may only be regained by taking fictional action in the setting, it is not a stat and its reduction isn't damage of any kind. You might regain a point of Luck by helping a faerie return to the Feywild, or by destroying an unlucky monster attacking townsfolk on the road. Luck is granted by the gods, by Fate, or whatever their equiv-

alent is in the game setting, and can be an added reward for another quest. The Luck gained should be requisite to the challenge placed before the characters, or the accomplishment in the name of those powers.

Your luck can never go above 18.

## Rules Alterations / Clarifications

### *Feat: Lucky*

Your character has 3 points of Luck to spend on top of their own. They may burn these first, as Temporary Luck, which will return over time. These points do not affect their Luck score, it remains the same.

### *Race: Halfling - Lucky*

Replace Halflings' existing Lucky trait with the following.

“Each time a Halfling character takes a Long Rest and is below 12 Luck, they gain 1 Luck.”



5.

# FAR VERONA: PLANS OF THE IMMORTAL ASSOCIATION



What follows is the hard work of the Deathless, the Trilliant Ring and House Serpens - a creation they put together for our PCs to choose from while in pursuit of the Synth menace on Imperial Prime. I was so proud of this I had to make sure you all saw the other options. As much as I loved fake Nomi, there's a lot to love, here. I wonder what would have happened if we'd gone another way...

MAY 3200 | CONTRACT NO. 6455312

# OPERATION: SB



# OPERATION SNAKE BASKET

Find below the list of available assets, later sections of this file contain plans drawn up by the Tactics Department to make the best use of these resources. There is also a more detailed breakdown as to what these resources are at the back of the file.

## AVAILABLE RESOURCES

### ADVANCED EQUIPMENT

Premise	Lend the party powerful gear so they are protected from the assassin and can succeed in an open conflict.
Details	A premiere suite of tools and equipment are presented to the party that they can purchase or loan for the duration of their mission. This kit of tools and gear is designed to keep Nomi safe, give the party better firepower, and/or provide better surveillance tools to keep them alert.
Cool IA Stuff	Field Emitter Panopoly for Nomi // modded Trilliant Privacy Shield. The rest of the party can requisition what they want/can afford at the office armory (1 item per PC, TL4 at the max, TL4 versions of weapons are available)

### BODY DOUBLE

Premise	Create a fake Nomi who draws out the assassin by being a lure/target.
Details	A chance to test an experimental VIP protection scheme involving replacing the client with a Deathless Agent that has been made to look like them.  Agent Emerald "Terminator in a Tiara" is a Deathless close-support agent with specialized VIP protection training. Trilliant has bionically augmented her to be a living fortress, with cosmetic augments to let her adapt her appearance. Trilliant Signet chicanery allows Agent Emerald to scan as Nomi and lure in anyone who might be tracking her via Signet.
Cool IA Stuff	Specialized Deathless close-support Agent Emerald. Trilliant organ augmentation & "Mil-Spec" Glamour Skin™ and TL5 Signet manipulation

### P.A.N.I.C. BUTTON

Premise	Provide the party an emergency option to call in Deathless support during an engagement.
Details	The party is given an emergency panic button that calls in the nearest Deathless Priority Approved Neutralization Intercept Corps (PANIC) squad from nearby gravflyer or close-orbit deployment. The team is flown into position over the party with orders to apprehend/kill any aggressors.
Cool IA Stuff	Gravflyer Borne Support: One Immortal Association certified Drop Doc™ and four marines for fire support, guaranteed to arrive within 30 secs or we'll give you your money back!

## SUPPORT TEAM

Premise	Provide a support team that can defeat the assassin(s) when they come for the party.
Details	A fireteam of close-support and counter-sniping teams is assigned to follow the party and provide a heavy protection detail. When the assassin is revealed, they crash the attack and use less-than-lethal methods to apprehend the suspect.

Cool IA Stuff	Kubinka-2 (K2) Counter-Sniper Unit, the "Bird Dogs"
	Aegis guards and close-support

## THE HUNT

Premise	An Immortal Association hunter squad hunts down the assassin and brings them to the party for interrogation so they can focus on their original mission.
Details	Using specialized tracking teams, advanced technology, and Serpens Psychics, a crew investigates potential leads to identify and apprehend the assassin while the party focuses on other goals.

Cool IA Stuff	Serpens Executor & Scryers
	Trilliant Tracking technology
	Deathless Strike Team, Kubinka-2 Counter-Terrorism Unit

## TRAP ROOM

Premise	Set the party up as bait to lure the assassin(s) into a lockdown facility. Gas the place and send in agents to pick up the pieces.
Details	Use a facility with lockdown controls to house the PCs and ping their position; forcing the assassins into close quarters. When the assassin enters, flood the entire building with non-lethal gas/party drug nanites to incapacitate everyone, then send in a suitably resistant recovery team.
Cool IA Stuff	Facility with heavy-duty lockdown protocols, shuts everyone inside with Trilliant party drugs, delivered via nanite cloud

# RECOMMENDED PLANS

Using the assets and options listed above, the Deathless Tactics team, with assistance from their fellow Immortals, have come up with two action plans. It is up to Captain Tipolov to decide if she wants to go with either, modify, or go and make up her own with the assets offered to her. Whatever she decides we will support her with our available assets.

## PLAN 1: THE TRAP

---

### PREMISE

Our current intel on the assassin(s) is highly inconclusive, finding and capturing them through investigation would take some time. If Capt Tipolov wants to make quick work of the assassin this plan represents an opportunity to find them rapidly. This is based on our knowledge that the assassin(s) prefer hit-and-run tactics and are most likely to strike when the client's party seems to be safe.

### USED OPTIONS

Advanced Equipment, Body Double, Support Team, Trap Room

### INTENT

The intent of this plan would be to lure out the assassin(s) into a trap and capture them while keeping the client as safe as possible as well as using the client's skills to their maximum.

### SCHEME OF MANEUVER

Phase 1: Attach the body double to the client's party, put the Client in either the Bird Dogs or the Aegis close protection, distribute equipment

Phase 2: Move the client's party to the trap room, Bird Dogs shadow the party

Phase 3: Close Protection team leaves the party, Bird Dogs go into surveillance, capture the assassin(s), use sleeping gas as last effort

Phase 4: Return to DOO for AAR and prisoner interrogation

### MAIN EFFORT

The Main effort will be with the K2 Bird Dogs team, who will be tasked with the capture of the assassin after actions

### END STATE

End State of this plan will be when the client's party and the Assassin are back in the DOO, secure, and ready to conduct an interrogation

## PLAN 2: UNLEASH THE HUNT

---

### PREMISE

Our current intel on the assassin(s) is highly inconclusive, finding and capturing them through investigation would take some time. Should Capt Tipolov and her client have more pressing matters to attend to on Imperial Prime while still being kept safe. We estimate that the assassin(s) would not strike in such open spaces as Embassy Row or the upper crust of Imperial Prime, however it is better to be safe than sorry. This plan is also more discreet than Plan 1, but might result in a higher risk to the client as well.

### USED OPTIONS

Advanced Equipment, Panic Button, The Hunt

### INTENT

Capture the assassin(s) while allowing the client to attend to her other business on Imperial Prime, while ensuring her safety.

### SCHEME OF MANEUVER

Phase 1: Issue required equipment, attach Panic Button team to client's party, mobilize The Hunt

Phase 2: Survey the client and conduct investigation

Phase 3: Track down and capture the assassin(s) and inform the client

Phase 4: Let client conduct interrogation and AAR

### MAIN EFFORT

Main effort for this mission will be with The Hunt, who will be tasked with finding the assassin(s) quickly, discreetly, and efficiently

### END STATE

End state of this plan is when the assassin(s) is/are captured, ready for interrogation, and the Client's party is safe at the DOO

# OPTION DETAILS - GM VERSION

This section provides potential NPC stat-blocks, character concepts, plan details, and time saving tools to help Adam quickly pull together details of the chosen plans.

## ADVANCED EQUIPMENT

The Seeress Nomi Qa'a will be provided with a Trilliant Privacy Shield (A Field Emitter Panoply: As written on Page 65 SWN Deluxe Edition).

The rest of the available equipment that is available for requisition is anything up to tech level 4. The Deathless even keep TL4 versions of lower tech level weaponry/equipment, such as the Heavy Machine Gun or the Sniper Rifle.

## BODY DOUBLE

### "TERMINATOR IN A TIARA"

Agent Emerald of Koschei's Freelancers and the Magnum Opus Project. Referred to as "The Asset," by her superiors.

#### EXPERIENCE

Former DCS Army Scout, went on to later work in Aegis for a decade.

#### BACKGROUND

Agent Emerald was acquired by Magnum Opus after she was revealed to have been siphoning company funds to purchase property on Koschei for personal use. Death Sentence commuted in exchange for becoming a test subject.

#### PERSONALITY

When not playing her role Emerald is extremely reticent and acts like every "unnecessary" word she has to speak is an excruciating form of torture.

#### ABILITIES

Extensive knowledge of infiltration, body modifications, and CQC.

#### EQUIPMENT

Monofilament daggers, throwing needles, and discrete personal weaponry in addition to the VIP's normal kit. Subvocalization earpiece allows Nomi to speak verbatim through Agent Emerald, even when the two are separated.

#### SURGERY & IMPLANTS FOR THE OPERATION

"Mil-Spec" version of the Glamour Skin. "She will spend an hour with you preparing for her role. By the end of your liaison she will look like you, walk like you, talk like you, and shoot a hell of a lot better."

The Agent is kitted out like a tank with cybernetic and bionic enhancements. Her augments are designed to allow her to be the target of lethal sniper fire and survive. Replacement, improvement, and redundant organs - all designed to spring into action and bear load in the case of trauma or catastrophic organ failure. Designer kidneys that flush unauthorized substances out of the body, turbosteel reinforced braincase and ribcage, intracranial cushioning and motions dampeners, emergency oxygen supply and rebreather apparatus; the whole nine-yards from a survivability standpoint.

#### SUGGESTED STATS

The Gengineered Killer from the SWN Deluxe Edition page 195.

## GENGINEERED KILLER

**AC** 16 (combat)

**HD** 4

**Move** 15m

**Attack** +5

**ML** 10

**Skills** +2

**Saves** 13+

## WEAPONS

### MAG PISTOL

**DMG** 2d6+2 **Range** 100/300 **Magazine** 6

### SMALL ADVANCED MELEE WEAPON

**DMG** 1d6 **Shock** 1 point / AC15

## THE PANIC BUTTON

The P.A.N.I.C. button is a customised compad with a single purpose, it has an encrypted connection to the Deathless Emergency Communications Network and is able to call in the nearest Priority Approved Neutralization Intercept Corps squad. Each P.A.N.I.C. squad is made up of the following:

### SUGGESTED NPC STATS

Military Soldiers from the SWN Deluxe Edition page 195, equipped with Mag Rifles or Spike Throwers

## MILITARY SOLDIER

**AC** 16 (combat)  
**HD** 1  
**Move** 10m  
**Attack** +1  
**ML** 9  
**Skills** +1  
**Saves** 15+

## WEAPONS

### MAG RIFLE

**DMG** 2d8+2 **Range** 300/600 **Magazine** 10

### SPIKE THROWER

**DMG** 3d8 **Range** 20/40 **Magazine** 15 **Special** Burst Fire

- 1 Immortal Association certified Drop Doc™ (combat medic)
- 4 Marines
- They arrive in a grav flyer equipped with a railgun to provide easy and seamless extraction.

## SUPPORT TEAM

### KUBINKA-2 COUNTER-SNIPER UNIT “BIRD DOGS”

### SUGGESTED NPC STATS

Military Elites from SWN Deluxe Edition page 195

## MILITARY ELITE

**AC** 16 (combat)  
**HD** 3  
**Move** 10m  
**Attack** +4  
**ML** 10  
**Skills** +2  
**Saves** 14+

## TEAM MEMBERS

- Lieutenant Anatoli “Blank” François - Team Leader, Recovery team
- Sgt Crip - Counter-Sniper, equipped with t14 Mag Sniper Rifle
- SPC Airwaves - Drone Wrangler/Spotter
- Cpl Blackburn - Recovery Team

## DRONES

4 DCS Scorp Birdie SB-78 drones, to spot and perform surveillance

## STATS

## SCORP BIRDIE SB-78

**AC** 12 (combat)  
**HP** 8  
**Encumbrment** 2/2  
**Chassis** Sleeper  
**Range** 100km

## FITTINGS

**Expert System, Stationkeeping, Grav Muffles, Observation Suite**

## AUTOMATION

**Follow Flight Plant, Report Anomalies, Hold Position, Follow**

## AEGIS CLOSE PROTECTION SQUAD

Aegis M.O.D. Company Close Protection Escorts: These squads specialize in the safe transport of VIPs between secure locations in urban environments both on foot and by vehicle, often through uncontrolled or hostile civilian crowds. They are highly trained for situational awareness and adaptability in rapidly changing situations.

### SUGGESTED NPC STATS

#### MILITARY SOLDIER

**AC** 16 (combat)  
**HD** 1  
**Move** 10m  
**Attack** +1  
**ML** 9  
**Skills** +1  
**Saves** 15+

#### WEAPONS

**MAG RIFLE**  
**DMG** 2d8+2 **Range** 300/600 **Magazine** 10

**GRENADE**  
**DMG** 2d6 **Range** 10/30 **Magazine** N/A

Additionally, because of known bomb threats: Bomb Sniffer Thorgi, using either Lesser Lone Predator or Small Pack Hunter for NPC stats on page 200 of the SWN Deluxe Edition.

#### LESSER LONE PREDATOR

**AC** 14  
**HD** 3  
**Move** 15m  
**Attack** +4 x 2  
**ML** 8  
**Skills** +2  
**Saves** 14+

#### SMALL PACK HUNTER

**AC** 13  
**HD** 1  
**Move** 15m  
**Attack** +1  
**ML** 8  
**Skills** +1  
**Saves** 15+

### THE HUNT

The team is composed of three representatives of the Immortal Association's member factions. All three of them have a role to play within the team and lead their own teams. It is a new IA shared intelligence project, and this situation may prove for an interesting trial run.

#### LIEUTENANT BLANK

Platoon commander for the Kubinka-2 detachment on Imperial Prime. Kubinka-2 is the Deathless' specialized counter-terrorism unit, and are professionals at violently infiltrating and recovering suspects in urban environments. Their task in the Hunt is simple: target retrieval.

#### EXECUTOR FORIS SERPENS TANADRA JULIANE

House Serpens, Responsible for Intelligence gathering and using Serpens assets to find the assassin(s).

#### SAMMS "LUCKY" BELLUCCI

Senior member of the Trilliant Diplomatic Corps; Vision Shell augmented human. MES Gifted/Serpens trained in Precognition, specifically luck manipulation. Specializes in cutting through red-tape and obstructionism - claims they can open any door on Imperial Prime. Assigned to damage control and social leverage on the assassin investigation so the other team members can do what they need to do.

Vision Shell - These humanoid shells are designed with an array of pheromones and body harmonics designed to trigger instinctive responses in human-cognitive viewers. Despite the exotic appearance of many of them, these shells are almost invariably seen as remarkably beautiful or imposing. The body harmonics required to produce this effect sometimes come at a cost in durability, but social prowess is often far more useful in a polity than a body's brute power.

## 6. SWAN SONG NOTES - EPISODE 25

### Mr. Sicarian's Fiery Warehouse Situation (Ep. 25)

- ① Wu, the Scimitars and some nearby hapless losers disappear in a horrible conflagration
- ② Mr. Sicarian makes an Evasion save (~~3d6 - 3 damage or 1/2 on success~~) to get to cover from the initial explosion (success = +3 on next save, failure means not so much)
- ③ Kalaya Bia + Mustafa Lee both ~~suffer 10d6 - 30~~ damage from the initial blast (20d8 - 60)
- ④ The warehouse collapses, the drugs erupting in a hellish toxic holocaust, and KB/ML need to make 2 Lu
  - \*1) they're reduced to 1hp } success on both means they're at 1/2 hp, badly hurt, but manage to escape
  - \*2) death
- ⑤ Mr. Sicarian has to escape, requiring 2/3 successful saves as above, if he fails = 1hp and buried in flaming rubble, air running out.

### Aftermath

(the Swan Song shows up in 4 rounds)

- \* If either Kalaya or Mustafa get out, they wander into the path of one Prosper Trudeau, who gets to take a shot before they get away (Evasion save each round after the first to lose LoS)
  - if either one escapes, they issue a message in 1d12 hours to their clan that the crew of the Swan Song are to be hunted down and killed
- \* If neither survive, Rajani Van Doorne spins the story and in 1d3 days has taken control of both of their clans (-2)
- \* Piani is on the scene immediately following the explosions and may run into the fire to "save" Wu.
  - ① A PE save versus the fire and smoke (failure = 2d10 damage, success = half)
  - ② A Luck save each round to find Wu (he's buried + all fucked up)
  - ③ Each round, a PE save or take 1d6+1 dmng (save half)
  - ④ A strength check to pull him out.

} count rounds vs. Wu surviving
- \* Wu is very nearly dead, missing both legs, one arm and burned badly, with a lot of internal damage.  
If Biotasis or 2 Lazarus patch are applied immediately, there is a chance he'll stabilize.
  - > If he stabilizes, he needs TL4 (or 5) medical help right away (hospital grade). Once there, as long as someone is paying the bills (500 creds/day) he'll live but is in a coma. Reconstructive cybernetics might be able to save him, but nothing on Majid will fit the bill...

\$ • Approximate costs: cyberlimbs × 3 (7,500), intensive recovery × 2 weeks (14,000), drugs regimen × 1 month (30,000), surgery + installation (40,000)

> If he dies, he dies in Piani's arms, crying and gasping for his mother in Cantonese

\* If the PCs assume that Connor is dead, depending on who is in charge, either Rajani or Mustafa or Kalaya find and resuscitate him, making CYBER WU, who hates the crew and wants to destroy Mr. Sicarian.

What happens after that is up to the crew...

- the Syndicate wants to either get revenge or to get leverage over the crew of the Swan Song
- don't forget that James Han had weapons-grade chemicals delivered to the Swan Song and gave them 50% upfront so, you know, they'd better deliver that shit, the auction is waiting.

7.

Swan Song  
**EPISODE 25**  
**COMMENTARY**

## NEARBY HAPLESS LOSERS

Which, it occurs to me, might easily enough refer to the other PCs. Though in this case I probably meant drug-addled nobodies, which might also easily enough refer to the PCs. Funny how vague language is.

## AFTERMATH

This whole page is a great example of prepping to be prepared, rather than prepping for the sake of knowing precisely what's going to happen. This was all a lot of what-if prep and I think for that, I'm thankful. It's often that we prep just to feel like we're ready for what might happen and in the moment, we don't need much or any of that hard work when it comes down to it. I like that feeling when I'm in the GMs seat, like I did the work thinking enough that I don't have to feel pressured when the action is happening, regardless of what I might or might not end up using.

## LAST SURVIVOR RAJANI VAN DOORNE

This is what you do with PCs, kids, when you realize you're a background character in the insane narrative of the people with the spotlight. You just kind of aim them at your enemies and nudge them into action. I love Rajani, and I love that I got a chance to turn this awful tragedy into a power play for her.

## BAD BLOOD / FALLING STAR

Episode titles? Who knows? The random scribblings of a madman, at any rate.

## 6. SWAN SONG NOTES - EPISODE 25 CONTINUED

Rajani Van Doorn

24

(Level 6 Expert) 24hp; 4AC; +3 AB; Laser Pistol (1d6) / CFU; PE 14, ME 13, EV 10, Tech 9, Luck 12  
Combat, Energy Weapons 2; Combat, Unarmed 1; Culture, Criminal 2; Culture, Majid 2;  
Perception 1; Security 1; Vehicle, Grav 1; Business 3; Leadership 2; Athletics 2

Kalaya Bria

11 2 AC

(Level 10 Expert) 40hp; ~~10AC~~; +6 AB; Thermal Pistol (2d6) / Deflector Array; PE 12, ME 11, EV 8, Tech 7, Luck 1  
Combat, Energy Weapons 1; Computer 1; Culture, Criminal 3; Culture, Majid 1; Culture, Vinaya 1;  
Perception 2; Security 2; Tech 1 (PostTech); Vehicle, Grav 1; Business 2

Mustafa Lee

11 2 AC

(Level 10 Expert) 40hp; ~~10AC~~; +6 AB; Thermal Pistol (2d6) / Deflector Array; PE 12, ME 11, EV 8, Tech 7, Luck 10  
Athletics 2; Bureaucracy 2; Business 3; Computer 1; Leadership 3; Perception 2; Persuade 2;  
Security 1; Tactics 1; Tech, Medical 2; Vehicle, Grav 1

- Mr. Sicarian's armour renders the grenades irrelevant, provides six hours of atmo, but doesn't render him invulnerable to warehouse plummeting

(if the other PCs want to dig him out, they need to get special equipment + requires rolls to orchestrate  
Leadership can help orchestrate, Survival can help do it, Tech(Post) can help operate equipment)  
(each roll represents 1 hour of work)

- the Deflector Array offers no protection from the atmospheric conditions, but reduces the grenade damage significantly

- If they survive, word of the PCs activity reaches Lady Eriko Moretta, of the Purity Initiative. In 1d4 weeks she reaches out to Mr. Sicarian, lauding his "intensity" and asking to meet the crew.

- Anyone who is directly exposed to the toxic blue fever fumes needs to make PE save in 1d3 days.  
Success means a few days with a painful dry cough that fades. Failure means lung damage and a basically fatal condition, without treatment, the blue fever disease kills those infected in 1d6+3 months.

The neighborhood is a shambles, as the local air currents spread the toxic cloud into local ghettos.  
Death count is very high, sickness and chronic conditions prevail for several years. (Room later for a mission to bring medicine or something to Majid)

\* Captain Buford on the show when they go to Cabral!

~~(4)(4)~~ (30) 6+6+6  
~~X X~~ .7AC +12 III  
.7AC

"Swan Song, drive space, several weeks ago"

Wu comes into the mess hall, tired and greasy, takes a beer out of the fridge (A tsingtao) and sits down next to Mr. Sicarian

"So, Vafai," he shifts uncomfortably "You're from there, right?"

- he tells Sicarian that he has family on Majid, an aunt he wants to visit. She's sick, and he's going to take her some money
- he wants to get to know Sicarian

"Bad blood"

[FALLING STAR]

